

[ Replace the paragraph beginning at page 6, line 15, with: ]

A10  
The present invention is intended for use of a system for configuring a automated machine comprising peripheral devices (object) and controllers with PnP interfaces (i.e., having the feature of Plug and Play).

Replace the paragraph beginning at page 13, line 2, with:

A11  
Figs. 4A through 4C are block diagrams showing another software architecture including a plurality of peripheral devices according to Embodiment 1 of the present invention;

IN THE CLAIMS

Replace the existing claims with:

A12  
Sub B1  
1. (Amended) A system comprising:  
a controller;  
a monitor connected with said controller;  
at least one object to be controlled, said object being connected to said controller;  
development means for developing a program for said object;  
implementing means for implementing the program developed by said development means; and  
a software module uniquely assigned to said object and providing at least one of  
an icon procedure for displaying an icon for said object in a display area on said monitor,  
a description procedure for describing a control process for said object, and  
an implementing procedure for implementing the control process developed for said object.

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2. (Amended) The system according to Claim 1, wherein  
said object includes at least one device from which said development means  
acquires a global unique ID, and  
said development means identifies said software module with the global unique  
ID.

3. (Amended) The system according to Claim 2, wherein said software module is  
stored within said object so that said development means acquires said software module  
from said controlled object.

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4. (Amended) The system according to Claim 2, wherein said software module is  
stored within a database server connected with said development means through a  
communication bus so that said development means acquires said software module from  
the database server.

5. (Amended) The system according to Claim 2, wherein said development  
means provides a display area on the monitor in which at least one icon is displayed, the  
icon representing one of said object connected to said controller and an object to be  
connected to said controller.

6. (Amended) The system according to Claim 5, wherein the icon procedure  
displays a plurality of icons in the display area on said monitor, each icon illustrating  
current status of said object.

7. (Amended) The system according to Claim 5, wherein  
said development means provides a development area on said monitor, and  
a user copies the icon from the display area onto the development area, thereby  
developing the program.

8. (Amended) The system according to Claim 7, wherein the user utilizes the description procedure for describing a control process for said object determining operation of said object, thereby developing the program.

B1  
9. (Amended) The system according to Claim 8, wherein the icon procedure displays a plurality of icons in the display area on said monitor, each icon illustrating operation of said object.

10. (Amended) The system according to Claim 7, wherein the user connects a plurality of the icons with each other to form a flowchart in the development area, thereby developing the program.

11. (Amended) The system according to Claim 9, wherein said development means displays the icons in the display area, and simulates operation of said object while execution of the program is simulated, whereby the monitor is used for displaying simulation of said object.

12. (Amended) The system according to Claim 6, wherein said development means displays the icons in the display area, illustrates operation of said object while said implementing means implements the program, whereby the monitor is used for displaying operation of said object.

13. (Amended) The system according to Claim 7, wherein said implement means sends messages to and/or receives messages from said object according to the program developed.

14. (Amended) The system according to Claim 7, wherein said object is connected to said controller through an interface including at least one of a Plug and Play function and a Hot Plug function.

15. (Amended) A storage medium storing a computer program for execution on a system which comprises

a controller,

a monitor connected to said controller,

at least one object to be controlled, said object being connected to said controller,

development means for developing a program for said controlled object,

implementing means for implementing the program developed by said

development means, and

a software module uniquely assigned to said object, said software module including an icon procedure for displaying an icon for said object in a display area on said monitor, a description procedure for describing a control process for said object, and an implementing procedure for implementing the control process developed for said object,

said system including said object including at least one device,

said computer program comprising:

a first subprocess in which said development means acquires a global unique ID from said device;

a second subprocess in which said development means identifies said software module with the global unique ID;

a third subprocess in which said development means provides a display area on the monitor, in which at least one icon is displayed, the icon representing one of said object connected to said controller and an object to be connected to said controller;

a fourth subprocess in which said development means provides a development area on said monitor; and

a fifth subprocess in which the icon is copied from the display area onto the development area, thereby developing an application program.